SR - 710 Tunnel Technical Study

City of La Cañada Flintridge Community Meeting

May 26, 2009







Introductions

- Elected Officials
- Caltrans
- Metro
- Community Outreach Team
- Technical Team







Purpose of Meeting

- Learn why we are doing the Study
- Describe the Exploration Program
- Engage in two-way conversation
- Learn the best ways to communicate to you and involve you







Agenda Overview

- Tunnel Technology
- Exploration Program
- Questions, Answers, Comments
- Next Steps







Ground Rules

- Maintain mutual respect
- Maintain a respectful environment
- Listen to each other; learning from each other
- Keep an open mind all ideas are valid
- Opinions need to be respected







Why Tunnels?

 Reduce impacts to communities and sensitive areas







Modern Tunnel Systems

- Lighting
- Communications
- Traffic Surveillance
- Ventilation
- Air Monitoring
- Motorist Aid Stations
- Emergency Egress/Refuge
- Public Address/Radio Rebroadcast







Tunnel Safety

Lighting and Communication



Traffic Surveillance and Communication









Motorist Assistance



Motorist Aid Station



Cross Passage for Emergency Access







OMC Building



Jet Fan Ventilation









Two Basic Options







- Tunnel Boring Machines (TBM)
- New Austrian
 Tunneling
 Method/Sequential
 Excavation
 Method
 (NATM/SEM)





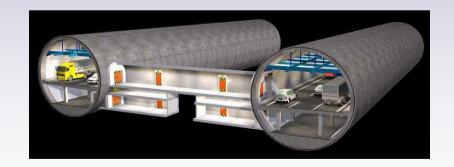
Madrid – "Calle" 30 Highway Tunnel







- Tunnel on M-30 highway to relieve inner-city traffic congestion
- Twin bores 3.6 km long
- 3 traffic lanes on top of 2 emergency lanes







Shanghai – Yangtse River Crossing

- Twin bores 7.2 km each
- 3 traffic lanes in each direction
- Mass transit trains run on lower level







Paris – A86 Tunnel

- Two tunnels 7.5 and 10 km long
- 6 traffic lanes in each tunnel (3 in each direction)





Objective of the Exploration **Program**

- A total of 5 potential zones were investigated
- Collected geotechnical, geological, and hydro-geological information for each zone
- Information to be used for screening purposes







Exploration Plan Zones

